NES-U2-USA

ULTRA™
GAMES

HOW TO PLAY

TEENAGE MUTANT NINJA TURTLES®

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Nintendo ENTERTAINMENT SYSTEM®

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WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of Teenage Mutant Ninja Turtles® for the Nintendo Entertainment System.® We suggest that you read the following instructions thoroughly before battling through the sewers of New York.

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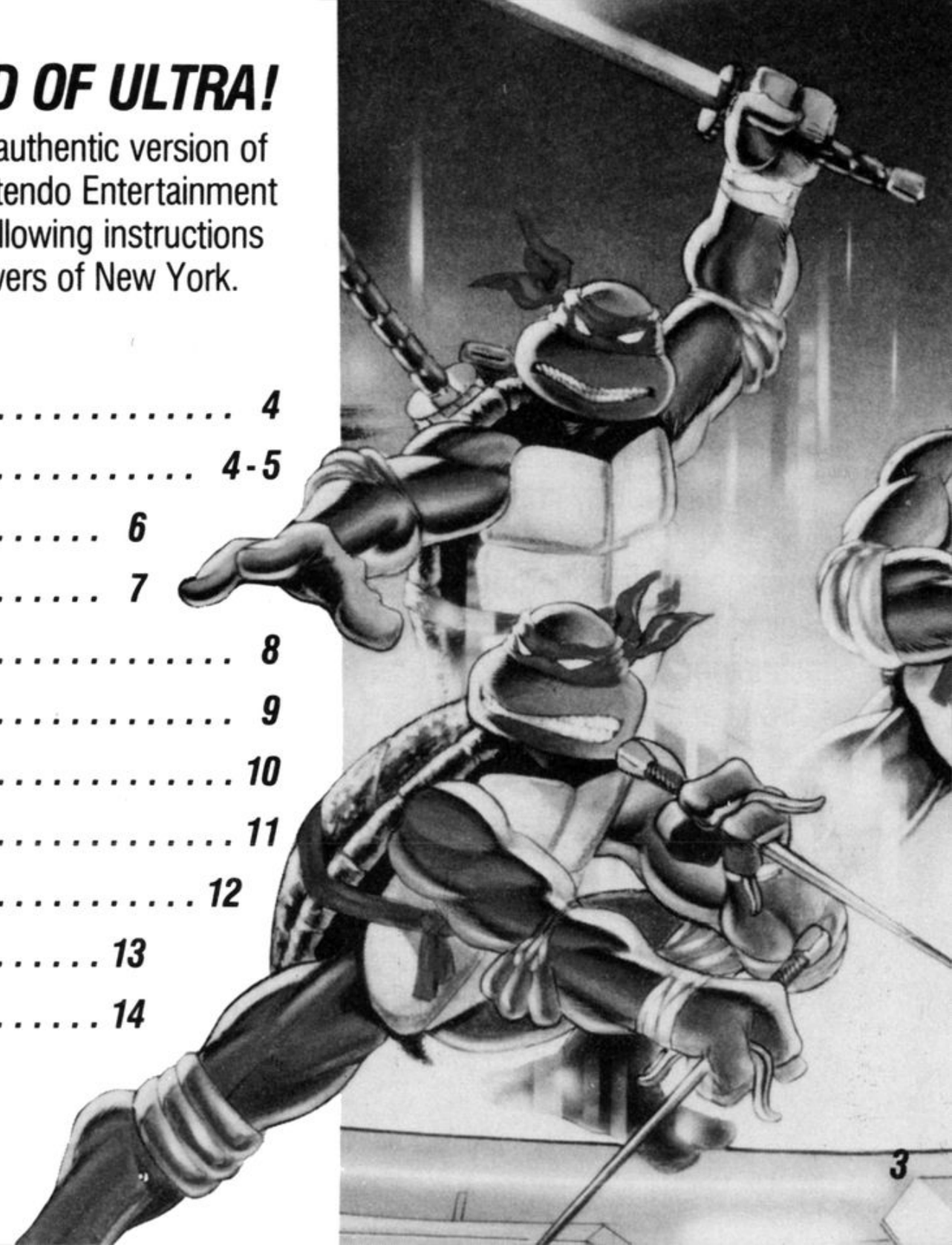


PREPARE TO SHELL OUT SOME PUNISHMENT

Steam rises from Wall Street sewers like hot breath from a pack of wild dogs. Just below the pavement's puddle strewn surface, the Teenage Mutant Ninja Turtles® have gathered around the leftovers of a family-reunion-sized sausage pizza with extra sauce. Usually these party dudes would inhale the mozzarella platter as if it were the last "za" on Earth, but not tonight.

You see, only hours ago, their trusted friend, April™, was kidnapped from her mobile news van by the vile, ruthless, terrorist bully SHREDDER™! He's a Slice-O-Matic crum, a villain more vicious than an army of mind altered Bruce Lees.

With their lovely cohort held hostage, the fearless foursome must concoct a way to rescue April before Shredder brain washes her into joining his Ninjitsu Foot Clan. They'll combine this treacherous task with the mission they've been on since their mutated beginnings—to thrash Shredder and capture his Life Transformer Gun, the lone piece of technology that can turn their rat friend, Splinter™, back into the man he used to be.

So take control of these heroes in a half shell, and either claim total victory over New York's premier Kick Man . . . or lead them onto the menu at McTurtles (Home of the Quarter Flounder with Cheese).

HOW TO PLAY

Your initial goal is to rescue the fair maiden, April, a hip version of a medieval damsel in distress (see Defender of the Crown™ for the original version of a bummed-out babe). But your ultimate objective is to battle through the streets and sewers of New York until you score a victory at the TECHNODROME™, home of the evil Shredder and his Life Transformer Gun.

To reach this territory of terror, you must overcome 5 levels of adventure without getting all four turtles captured by Shredder's Foot Clan Warriors. Each level has several stages. Along the way, your every instinct will be challenged both above ground and below, and imprisonment happens swiftly if your Life Line runs down or you're run down by a Roller Car.

Once a turtle is captured, he is out of action until you find and rescue him. (Prisoners could be anywhere. To release them, simply touch their hand.)

At the end of each level (except Level 2) you'll unfortunately find a Karate Boss who is anxiously waiting to turn you into turtle soup.

Be advised to keep an eye out for weapons, ropes and life sustaining pizza pies as you go.

To begin, press the Start Button for a display of the Information Screen. This screen should be utilized throughout your quest, to read maps and to gain useful hints from Splinter and April (once you've rescued her!) From the Info Screen you'll also choose the turtle you wish to guide. Press the Control Pad up or down to highlight each turtle, then press the Start Button to lock on your decision. During play you can return to the Info Screen by pressing the Start Button.

The adventure ends when all four turtles are captured, or if you run out of time in the Underwater Scene. Remember, like any boy or girl, turtles need their fair share of oxygen.

HOW TO CONTINUE

After your last turtle has been captured or drowned, CONTINUE or END will appear. Choose one of these using your Select Button, then press the Start Button. If you prefer to continue, you'll return to the level where the game ended, but without the weapons, ropes and pizzas previously collected.

THE TURTLES (NOT TO BE CONFUSED WITH THE BEATLES!)

The fab four of karatedom await your beck and call. These jammin' dudes, stars of stage, screen and comic books, are pumped full of pizza power. Each has a different skill and a unique personality. You must decide when is the best time to control each turtle.

Return to the Info Screen to switch turtles from situation to situation.

Remember: these Samurai sidekicks are only as gifted in the ancient art of warfare as you.

LEONARDO™

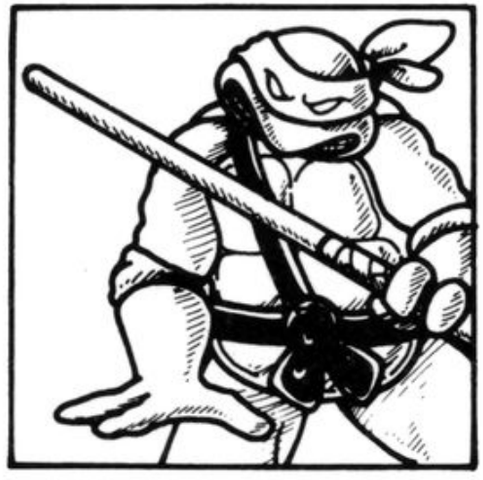
Leonardo's primary weapon is the hair splitting Katana Blade. He's most effective when attacking sewer enemies, especially ones that lurk overhead.

RAPHAEL™

The needle tipped Sai is Raphael's preferred attack tool. The speed and grace of his strikes are what he prides himself on.

MICHAELANGELO™

Compared to his comrades, Michaelangelo's power is only average. Enemies around his feet usually fall prey to his Nunchukus onslaught, though, and his courage will amaze you.



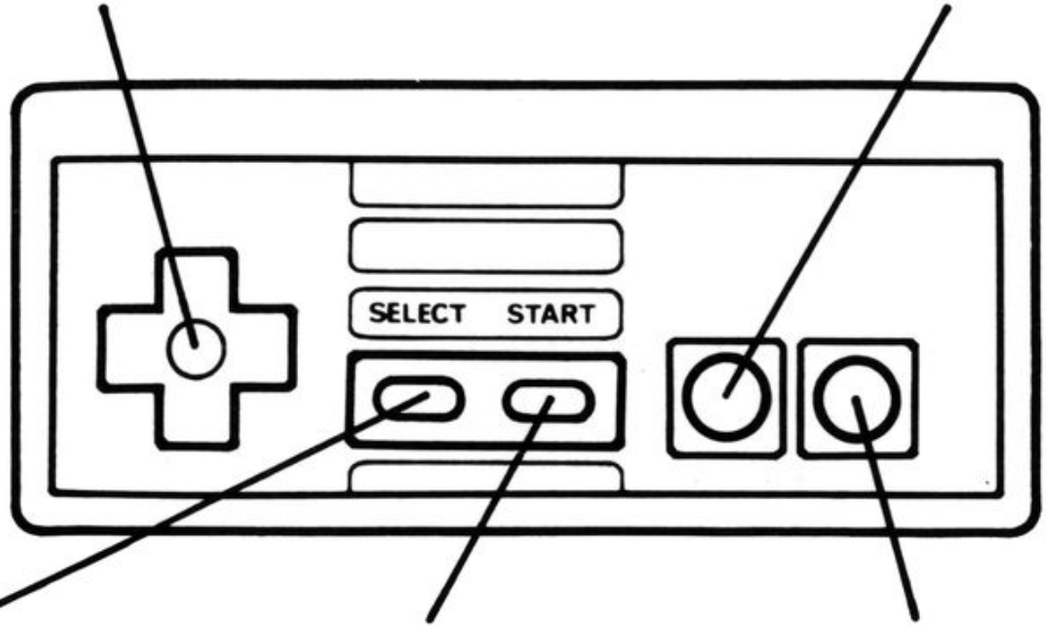
DONATELLO™

The dreaded Bo (not to be confused with everyone's favorite "10") is Donatello's form of amusement. Don't be fooled by the fact that it looks like a simple stick, because this baby can take out enemies from both above and below.

HOW TO KEEP THINGS FROM GETTING OUTTA CONTROL

The Control Pad
Press to move forward, backward, up and down.

The B Button
Press to attack. NOTE: To jump and attack in one move, press the A Button and B Button simultaneously.



The Select Button
Press to switch from a weapon the turtle is specialized in to a weapon you've found or a rope.

The Start Button

The A Button
Press to jump. Also press continuously to swim.

CONTROLS FOR THE PARTY WAGON

When cruising the streets in the infamous Teenage Mutant Ninja Turtles Party Wagon™, press the A Button to fire the Vulcan Cannon and the B Button to launch Anti-Foot Clan Missiles.

By the way, enter the Party Wagon simply by climbing aboard and exit by pressing the Select Button.

THE ALL IMPORTANT INFORMATION SCREEN

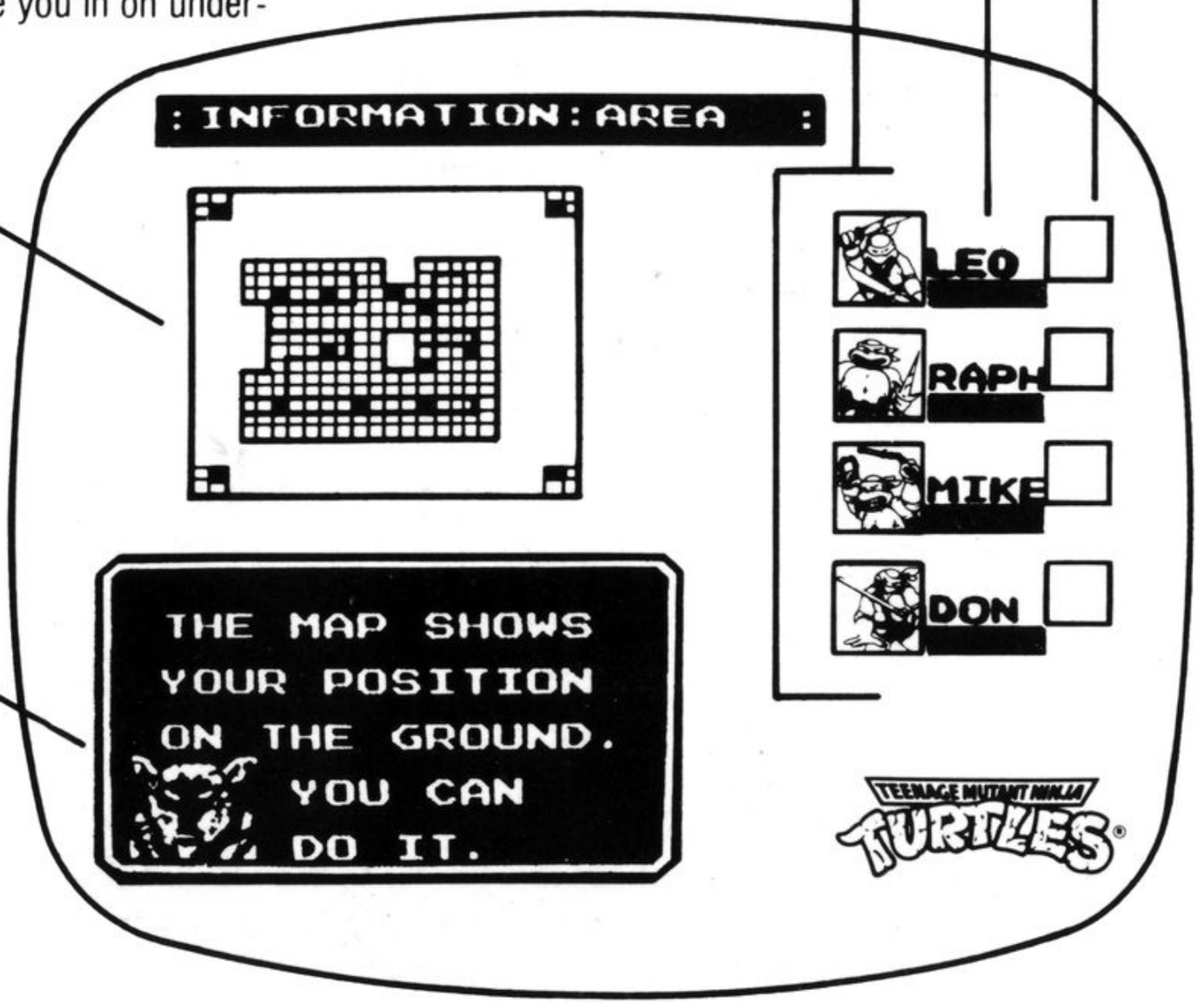
Area Map

Displays diagram of the level you're exploring. Your location is highlighted by a flashing white dot. Red Grid Squares indicate areas where the turtles can get through. White Grid Squares clue you in on underground passages and buildings.

Weapons each turtle is currently using

Turtle Data
Colored graph indicates the turtle presently on the prowl.

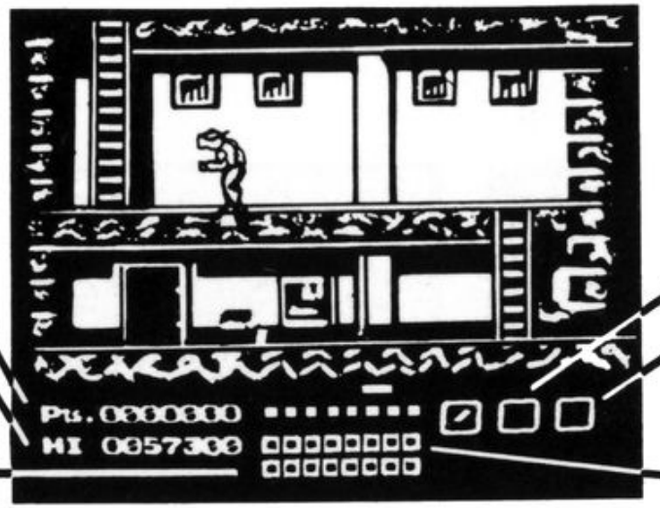
The Turtles: Leonardo, Raphael, Michaelangelo and Donatello



Messages from your loyal friends

DEATH DEFYING SCREENS

The Sunny Side of the Sewer



Score

High Score

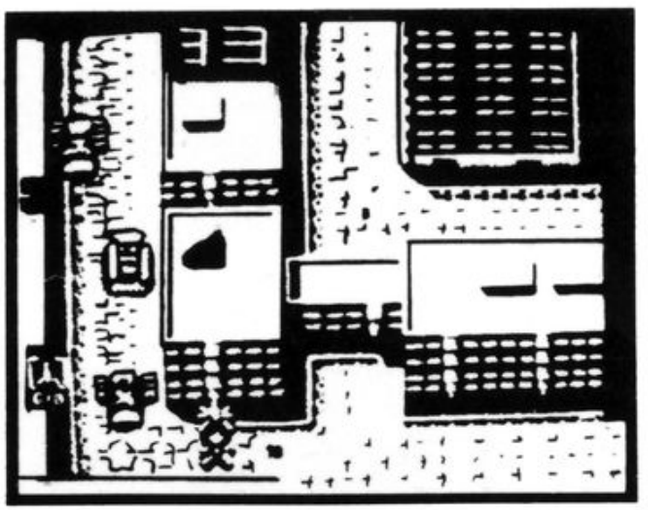
Karate Boss's Life Line
(Shown only at the end of each stage)

Power-Up Weapons

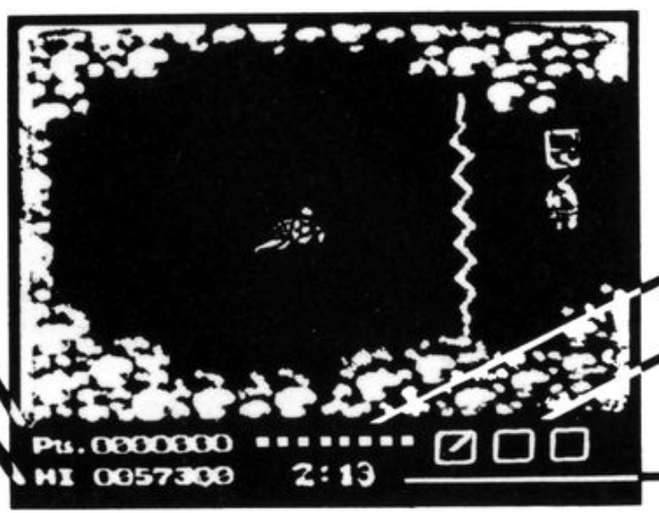
Number of Ropes
(Shown only in levels 3 and 4)

Turtle's Life Line

The Streets of New York



The Criminally Polluted Hudson River



Score

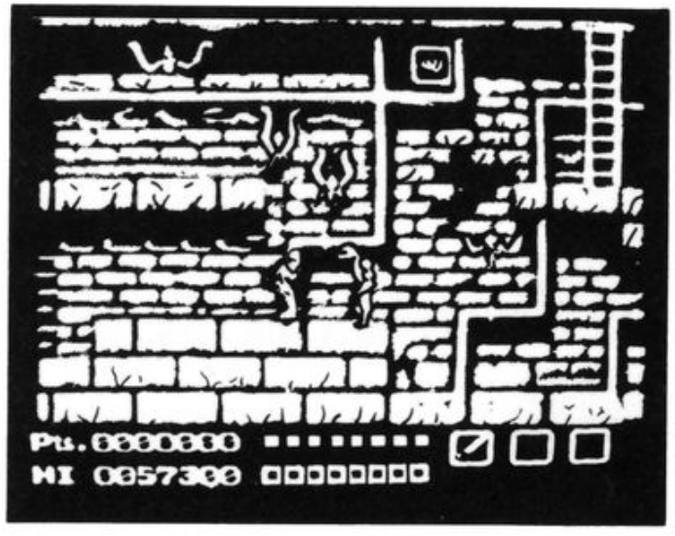
High Score

Turtle's Life Line

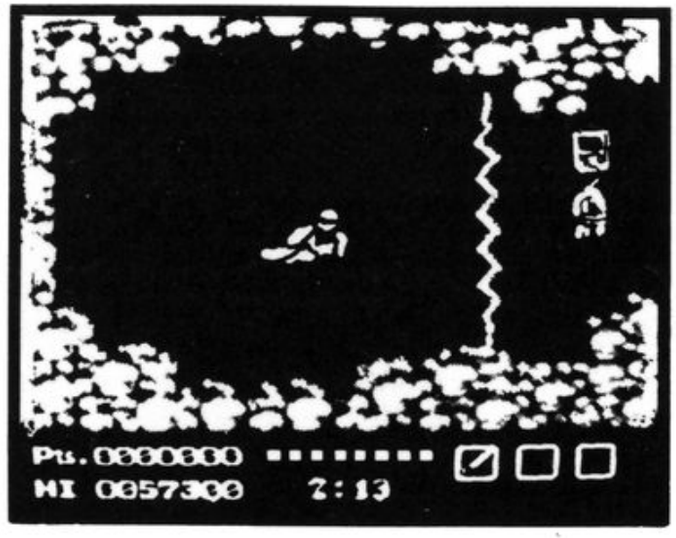
Power-Up Weapons

Time Limit

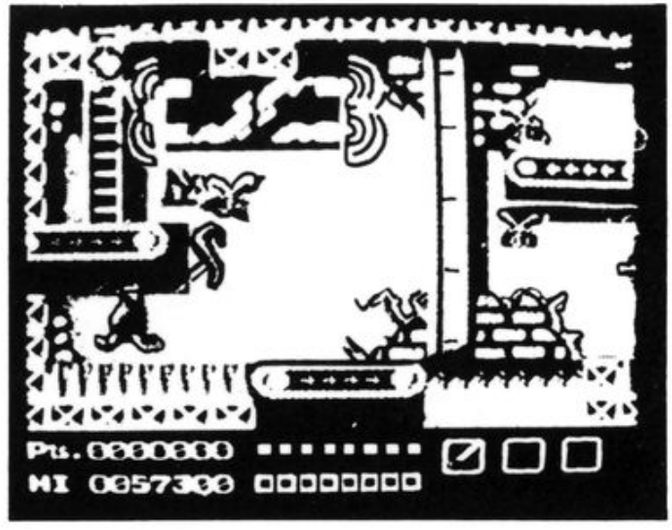
NEW YORK, NEW YORK (A TURTLIN' TOWN)



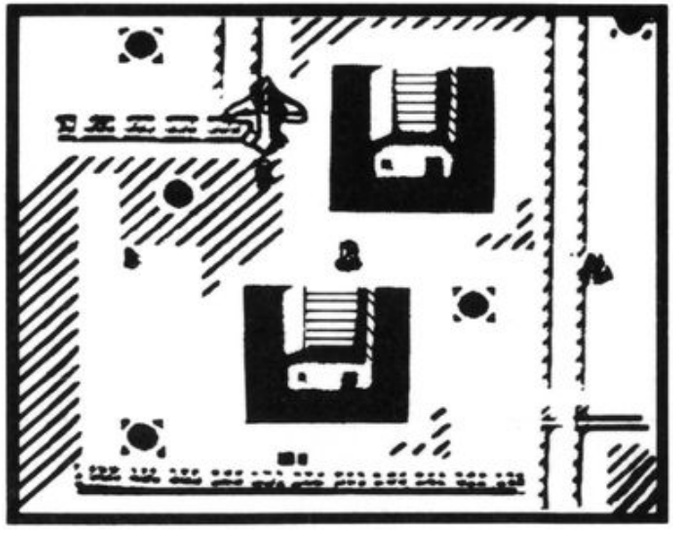
Fifth Avenue/Greenwich Village



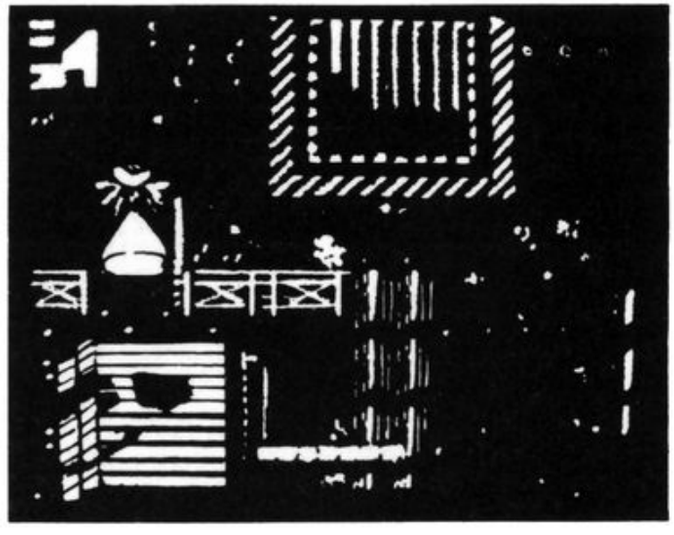
Hudson River near the Holland Tunnel



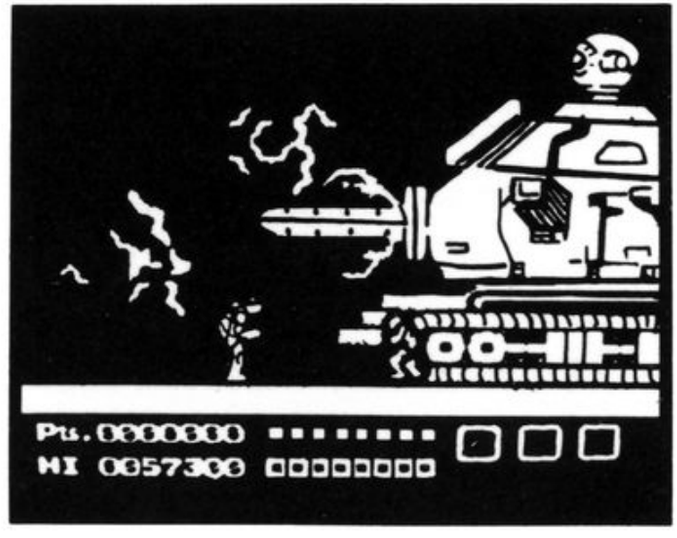
Wall Street



JFK International Airport



Shredder's Base Inside the South Bronx



The Technodrome™

PIZZA AND OTHER LIFE SUSTAINING GOODIES

The Party Wagon

Whole Pizza
Totally revitalizes your Turtle.

Half Pizza
Returns a portion of your prowess.

Slice O' Pizza
Restores a slice of life.

Anti-Foot Clan Missile
Perfect for demolishing enemy barricades in Level 3.

The Rope
Use in Levels 3 and 4 to leap from building to building.

Kiai
When thrown, it travels in a straight line, decimating enemies in its path.

Single Shuriken
Hurl these gruesome weapons one by one.

Triple Shuriken
Toss in trios.

Boomerang
If you catch the boomerang on its return flight, you can use it again and again.

Nunchukus
Michaelangelo's weapon.

Bo
Donatello's weapon.

Katana Blade
Leonardo's weapon.

Sai
Raphael's weapon.

Mr. Invincibility
Locate one of these, and you'll find yourself indestructible for a limited period of time.

ENEMIES GALORE

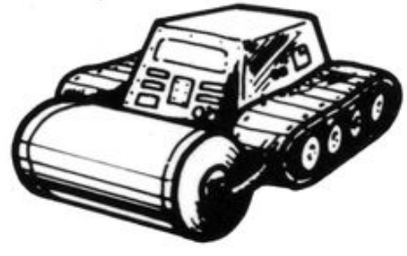
Foot Clan Foot Soldier™
Following in the thousand year tradition of karate combat, he's a killing machine blindly guided by Shredder's commands.

Mouser™
With jaws capable of crushing iron sewer grates, the Mouser is Splinter's prime enemy and the turtles' smallest threat.

Stick 'Em Up (AKA: The Roof Leaper)
Ignorant to the force of gravity, this pesty sewer thug (the product of a horrible chemical spill) pounces about on ceiling pipes, waiting to rain terror from above.

Searchlight Mechanism
If this hovering scoundrel spots you, watch out!

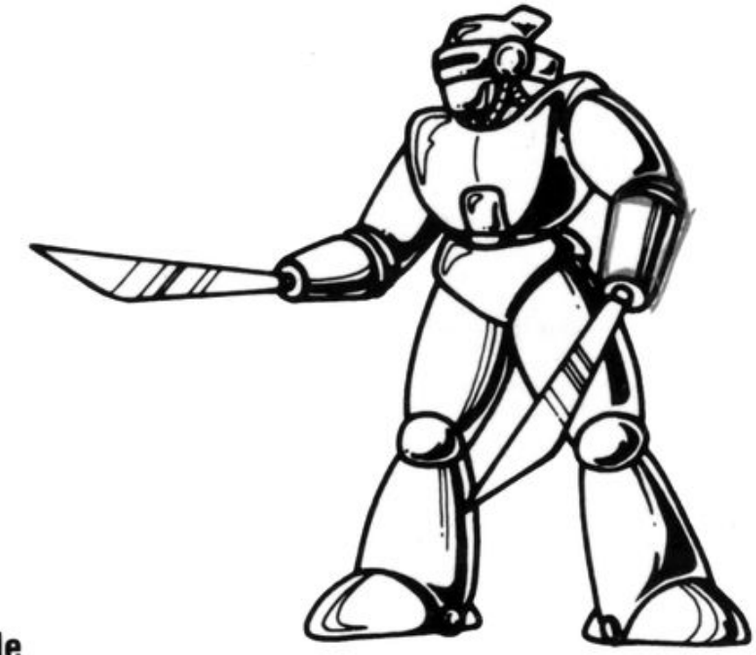
Fire Freak
An ex-pyromaniac from Brooklyn, this hot dog takes careful aim before launching fireballs that turn into clones of himself.



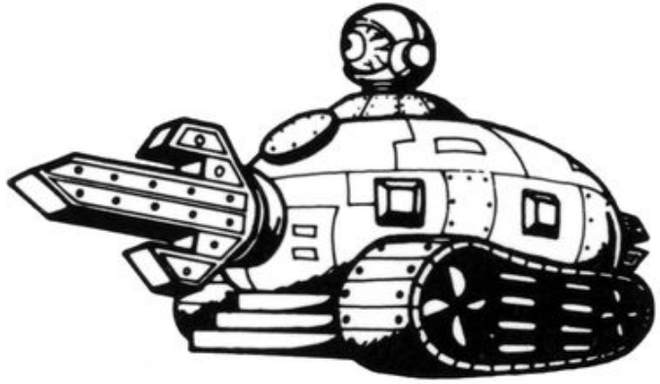
The Roller Car
In search of turtle fodder, Foot Clan platoons tour New York's famous avenues in these Roller Cars (once used by David Letterman during his now famous "smashing" episodes).

KARATE BOSSES

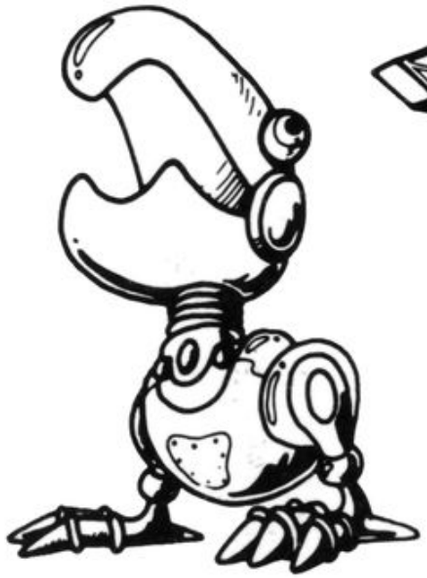
Bebop™ & Rocksteady™
Part beasts and part criminal misfits, these guys are Shredder's most trusted side-kicks and the enforcers at the end of Level 1. (Value 4,000 and 5,000 points respectfully)



Mecaturtle
Appearing like your average turtle, this Level 3 commander will show his true colors if you do him any harm. (Value 6,000 points. Value 7,000 points if destroyed after his transformation.)

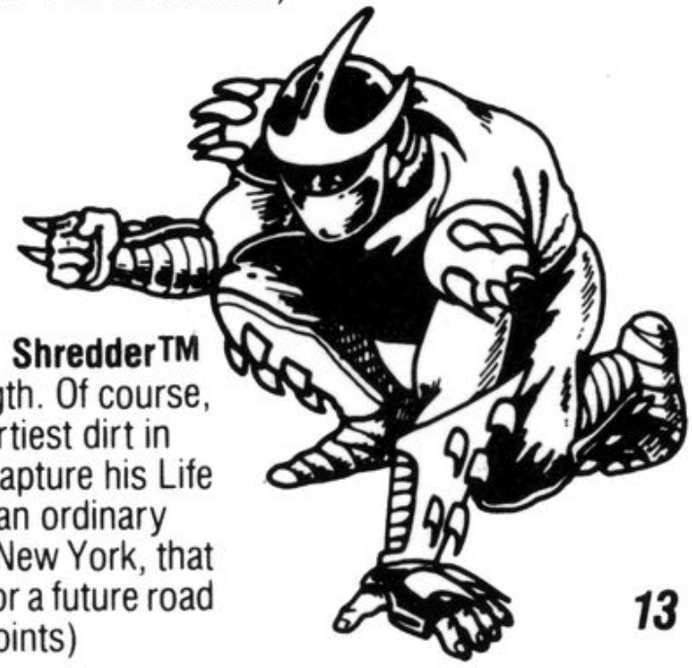


Technodrome Guardian
Level 5's mobile stronghold, this roving ruffian will zap you senseless unless you aim for his eyeclops radar. (Value 9,000 points)



Big Mouser™

Ruler of Level 4, he turned to a life of sleaze after being booted from the Mousketeer Club. (Value 8,000 points)



Shredder™
At last, your arch enemy at arms length. Of course, he's the meanest of the mean, the dirtiest dirt in town. If you fail to destroy him and capture his Life Transformer Gun, he'll turn you into an ordinary turtle - and considering all the cars in New York, that would make you a leading candidate for a future road kill. AAAAAAARGH! (Value 10,000 points)

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- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

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—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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